Student's Name/Initial:	/	Date:	Teacher's Initials:	Date:

FOUNDATION OF ANIMATION STUDENT PROFILE

COURSE CODE: 5350

Directions: Evaluate the student using the applicable rating scales below and check the appropriate box to indicate the degree of competency. The ratings 3, 2, 1, and N are not intended to represent the traditional school grading system of A, B, C, and D. The description associated with each of the ratings focuses on the level of student performance or cognition for each of the competencies listed below.

PERFORMANCE RATING

- 3 Skilled--can perform task independently with no supervision
- 2 Moderately skilled--can perform task completely with limited supervision
- 1 Limitedly skilled--requires instruction and close supervision
- N No exposure--has no experience or knowledge of this task

COGNITIVE RATING

- 3 Knowledgeable--can apply the concept to solve problems
- 2 Moderately knowledgeable--understands the concept
- 1 <u>Limitedly knowledgeable</u>--requires additional instruction
- N No exposure--has not received instruction in this area

A. SAFETY 3 2 1 N	5.	Explain how participation in CTSOs can promote lifelong benefits in other	6.	elements for personal use. Describe ethical and legal practices o
1. Review school safety policies procedures.	and	professional and civic organizations.		safeguarding the confidentiality of business-related information.
2. Review classroom safety rule		GY KNOWLEDGE		Describe possible threats to a laptop tablet, computer, and/or network an
procedures3. Review safety procedures for	3 2 1 N using 1.	Demonstrate proficiency and skills		methods of avoiding attacks.
equipment in the classroom. 4. Identify major causes of work		associated with the use of technologies that are common to a specific		QUALITIES AND EMPLOYABILIT
accidents in office environme		occupation.	SKILLS	
5. Demonstrate safety skills in a	n2.	Identify proper netiquette when using e-	1.	Demonstrate punctuality.
office/work environment.		mail, social media, and other	2.	Demonstrate self-representation.
		technologies for communication	3.	Demonstrate work ethic.
B. STUDENT ORGANIZATIONS		purposes.	4.	Demonstrate respect.
3 2 1 N	3.	Identify potential abuse and unethical	5.	Demonstrate time management.
 Identify the purpose and goal 	s of a	uses of laptops, tablets, computers,	6.	Demonstrate integrity.
Career and Technology Stude		and/or networks.	7.	Demonstrate leadership.
Organization (CTSO).	4.	Explain the consequences of social,	8.	Demonstrate teamwork and
2. Explain how CTSOs are integr	al parts of	illegal, and unethical uses of technology,		collaboration.
specific clusters, majors, and/		e.g., piracy; illegal downloading;	9.	Demonstrate conflict resolution.
3. Explain the benefits and resp		licensing infringement; inappropriate	10.	Demonstrate perseverance.
of being a member of a CTSO		uses of software, hardware, and mobile	11.	Demonstrate commitment.
4. List leadership opportunities		devices in the work environment.	12.	Demonstrate a healthy view of
available to students through	5	Discuss legal issues and the terms of use		competition.
		related to copyright laws, fair use laws,	13.	Demonstrate a global perspective.
participation in CTSO conferences, competitions, community service,		and ethics pertaining to downloading of	14.	Demonstrate health and fitness.
	•	images, photographs, documents, video,	15.	Demonstrate self-direction.
philanthropy, and other activ	ues.	sounds, music, trademarks, and other	16.	Demonstrate lifelong learning.

E. PROFESSIO	NAL KNOWLEDGE	6.	Demonstrate proper file and directory	3 2 1 N	
3 2 1 N			naming conventions).	1.	Identify and utilize elements of the
1.	Demonstrate effective speaking and				animation software interface (Tools,
	listening skills.	H. PRE-PROD	UCTION: CONCEPT AND DESIGN		Property inspector, Timeline, document
2.	Demonstrate effective reading and	3 2 1 N			properties, guides and rulers, and
	writing skills.	1.	Practice brainstorming and ideation to		Motion Editor).
3.	Demonstrate mathematical reasoning.		develop a concept.	2.	Create, import, modify, and manipulate
4.	Demonstrate job-specific mathematics	2.	Conduct visual research to provide		objects, graphics, and text using a
	skills.		reference for a project.		variety of tools and techniques.
5.	Demonstrate critical-thinking and	3.	Identify the purpose, audience, and	3.	Create and edit symbols and instances.
	problem-solving skills.		audience needs for interactive media	4.	Apply various animation techniques (i.e.,
6.	Demonstrate creativity and		content.		pose-to-pose, straight ahead).
	resourcefulness.	4.	Incorporate cultural sensitivity and	5.	Create and modify key frames and key
7.	Demonstrate an understanding of	"	diversity awareness into the design		poses.
	business ethics.		process.	6.	Change an object's state or position over
8.	Demonstrate confidentiality.	5.	Identify and explain elements of an		time.
9.	Demonstrate an understanding of	— — — — ··	effective pitch.	7.	Establish an object's relative speed.
	workplace structures, organizations,	6.	Effectively pitch to an audience.	8.	Demonstrate an object following a path.
	systems, and climates.		Effectively pitch to an addiction.	9.	Simulate a naturally occurring or
10.	Demonstrate diversity awareness.	I DDE DDODI	ICTION: STORYTELLING AND		mechanical cycle (i.e., walking).
11.	Demonstrate job acquisition and			10.	Create masks.
	advancement skills.	STORYBOAR	RDING	11.	Add simple controls utilizing industry
12.	Demonstrate task management skills.	3 2 1 N			scripting language (e.g., ActionScript 3).
13.	Demonstrate customer-service skills.	1.	Incorporate writing strategies and	12.	
			activities as individuals and groups to		animation project.
E DIIRDOSES	AND USES OF ANIMATION		develop ideas in the story process.	13.	Add and export video.
3 2 1 N	AND USES OF ANIMATION	2.	Write visually descriptive stories with		
	Evalore the history of animation		effective dialogue.	K DRODUCTI	ON: INTERACTIVITY
1.	Explore the history of animation. Research careers in animation.	3.	Create a character and develop	3 2 1 N	ON. INTERACTIVITY
2.	Describe trends in animation.		character traits to give character		Identify best practices for designing
3. 4.			purpose.	1.	Identify best practices for designing
———— ^{4.}	Explain various types of animation (i.e.,	4.	Develop a plan to create a background		interactive media content for desktop
	traditional, stop motion, computer-		that helps tell a story.		and mobile browsers, applications,
	generated imagery [CGI], and	5.	Identify how the background interacts	2	games, and HD video.
	experimental).		with characters.	2.	Understand options for producing
C DECICNITI	IFORY AND FUND ANAFAITALS	6.	Order and connect ideas into a coherent		accessible and readable interactive
	IEORY AND FUNDAMENTALS		narrative or sequence in a script that	2	media content Make interactive media content
3 2 1 N			demonstrates continuity	3.	
1.	Identify and apply the Elements of	7.	Create a series of stick figures in a		development decisions based on your
	Design and Principles of Design.		variety of poses, actions, and sequences		analysis and interpretation of design
2.	Apply the 12 Basic Principles of	8.	Visually communicate concepts/ideas	4	specifications. Identify interactive media content that is
	Animation to animated sequences.		utilizing a storyboard.	4.	· · · · · · · · · · · · · · · · · · ·
3.	Describe and apply camera shots, angles,	9.	Revise and refine storyboards based on		relevant to the purpose of the media in
	movements, Point of View, and		feedback.		which it will be used (websites, mobile
	composition for desired results.			-	devices, etc.).
4.	Summarize and implement the general			5.	Organize an interactive media design
	production process.				document.
5.	Identify and organize library assets,			6.	Make an interactive animation

symbols, and instances.

J. PRODUCTION

accessible.

L.	PC	ST	-PRODU	JCTION
3	2	1	N	
_		_	1.	Compare and contrast animation file types.
		_	2.	Identify best practices for managing the file size of a published Flash or HTML document.
			3.	Select appropriate distribution format.
		_	4.	Publish and export animations.
			5.	Identify rendering types and purposes.
		_	6.	Apply appropriate rendering settings for a project (render a sequence of frames, render to layers).
			7.	Conduct basic technical tests and
		_		usability tests.
М.	Ρ	OR	TFOLIO	
3	2	1	N	
		_	1.	Develop, maintain, and update portfolios and demo reels.
		_	2.	Prepare and deliver a visual presentation
				utilizing appropriate industry terminology.
		_	3.	Understand the elements of the critique
				process, including a respect for peer work and the ability to give and receive dispassionate criticism.
			4.	Conduct peer and self-evaluations using rubrics.